

## Gaim Ileana Fleet Command Battleship

### SPECS

Class: Capital Ship  
In Service: 2272  
Point Value: 1150  
Ramming Factor: 450  
Jump Delay: 16 turns

### MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 18  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

### WEAPON DATA

Packet Torpedo  
Class: Ballistic  
Mode: Standard  
Damage: 2d10+10  
Range Penalty: -1 per 2 hexes after range 10  
Fire Control: +3/+3/-6  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

Particle Concentrator  
Class: Particle  
Modes: Raking  
Damage: 2d10+15  
Range Penalty: -1 per 2 hexes  
Fire Control: +5/+4/+2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

Twin Array  
Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +4/+5/+6  
Intercept Rating: -2  
Rate of Fire: 2 per turn

Standard Particle Beam  
Class: Particle  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

**FORWARD HITS**  
1-3: Retro Thruster  
4-6: Particle Concentrator  
7-9: Packet Torpedo  
10-12: Std Particle Beam  
13-18: Structure  
19-20: PRIMARY HIT

**SIDE HITS**  
1-3: Thruster  
4-6: Particle Concentrator  
7-8: Twin Array  
9-18: Structure  
19-20: PRIMARY HIT

**AFT HITS**  
1-3: Main Thrust  
4-6: Packet Torpedo  
7-9: Std Particle Beam  
10-12: Jump Engine  
13-18: Structure  
19-20: PRIMARY HIT

**PRIMARY HITS**  
1-10: Primary Structure  
11-13: Sensors  
14-16: Engine  
17: Hangar  
18-19: Reactor  
20: C&C

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

### SPECIAL NOTES

ELINT

Sluggish

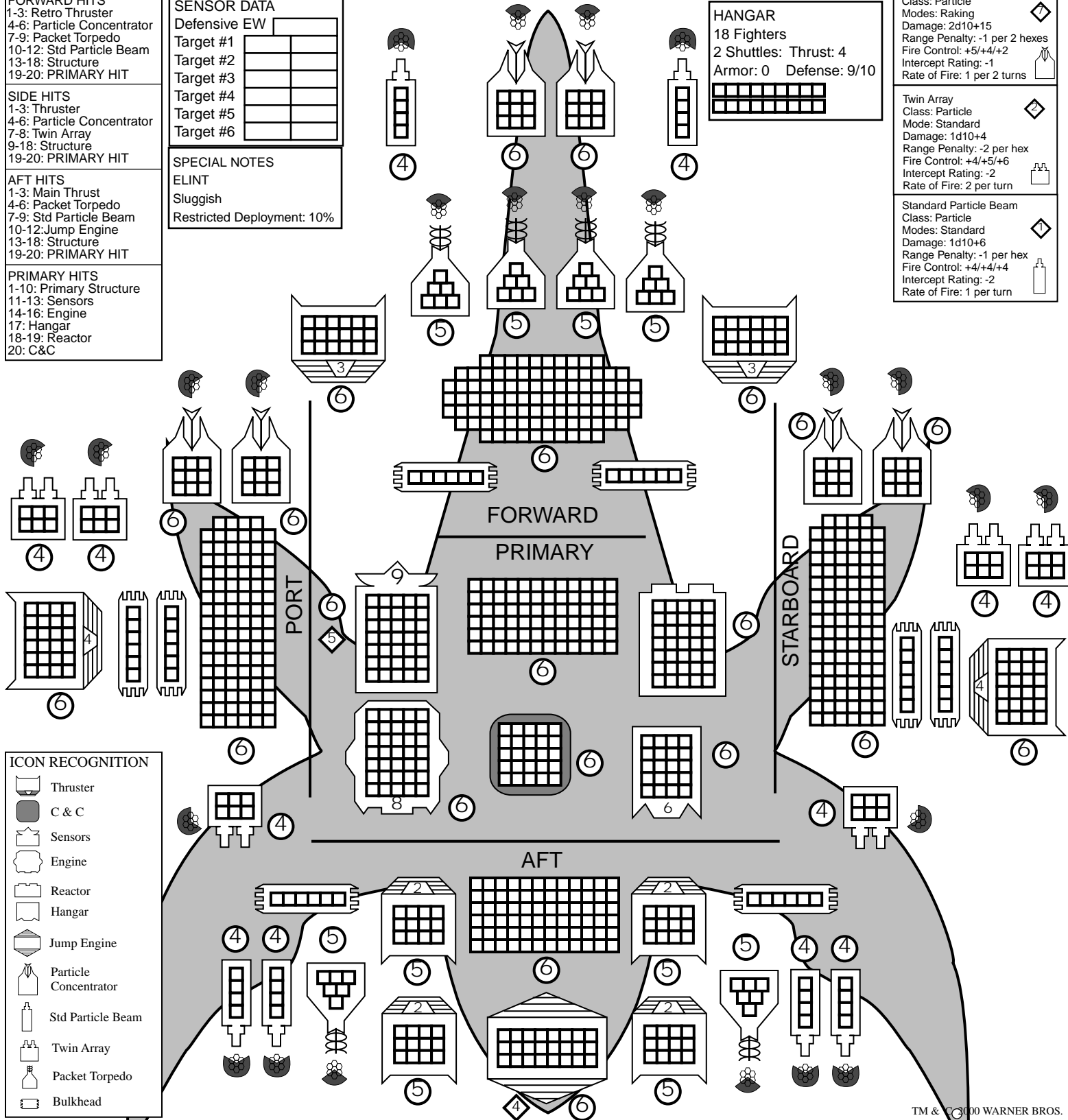
Restricted Deployment: 10%

### HANGAR

18 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 9/10



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Particle Concentrator
- Std Particle Beam
- Twin Array
- Packet Torpedo
- Bulkhead